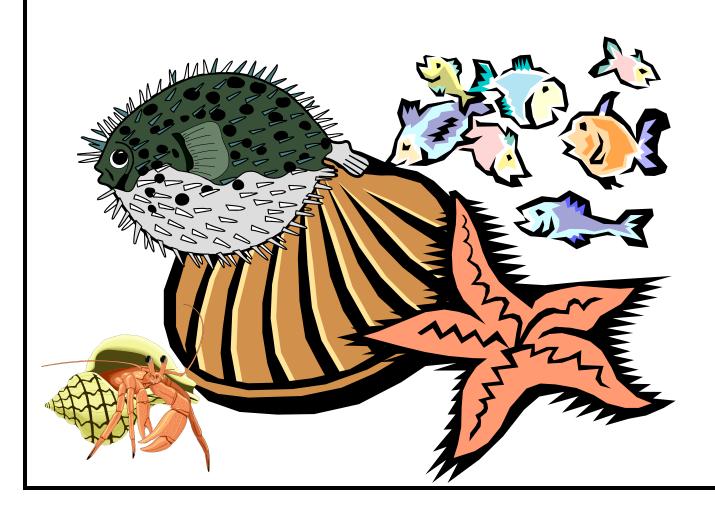
# **CREATURE FEATURE**

# ASSATEAGUE ISLAND NATIONAL SEASHORE



**Grade 1 School Visits Pre and Post Visit Activities** 



# **INTRODUCTION**



Thank you for selecting Assateague Island as a school visit location. What better way for students to learn about their environment than by experiencing a living classroom? You can make this visit an even more memorable one by creating a sense of anticipation. Try some of the pre and post visit activities in this packet to spark your students imaginations in preparation for their field trip.

Students arriving with prior knowledge of the resource will be better prepared to explore and retain what they learn during the program. Post visit activities can help students evaluate the experience and incorporate new information and ideas into relevant classroom discussion.

# Please hold on to this set of materials so it can be used again next year.

Staff at Assateague Island National Seashore hope your school visit will be productive. Please fill out the attached evaluation. We are interested in your comments.

"Sandcerely"

Liz Davis
Education Coordinator
Assateague Island National Seashore
7206 National Seashore Lane
Berlin, MD 2181
liz\_davis@nps.gov
410-641-1443 extension 232



## **Maryland Voluntary State Curriculum**

# **Creature Feature Grade 1**

## **Assateague Island National Seashore Program**

#### **Science Content Standards**

- **1. Skills and Processes** Students will demonstrate the thinking and acting inherent in the practice of science.
- A. Scientific Inquiry. 1. Seek information from readings, investigation, and/or oral communication.
- B. Critical Thinking. 1. Describe the similarities and differences among objects and materials.
- C. Applications of Science. 1. Apply scientific concepts to make decisions about an identified, relevant science issue.
- D. Technology. 1. Identify that models of real objects can be used to learn something about those objects.
- E. History of Science. 1. Recognize and describe that everyone can do science and invent things.
- **2. Earth/Space Science** Students will use scientific skills and processes to explain the chemical and physical interactions (i.e., natural forces and cycles, transfer of energy) of the environment, Earth, and the universe that occur over time.
- C. Plate Tectonics 1. Identify and describe natural features found on Earth.
- E. Interactions of Hydrosphere and Atmosphere.
- **3. Life Science** The students will use scientific skills and processes to explain the dynamic nature of living things, their interactions, and the results from the interactions that occur over time.
- A. Cellular. 1. Recognize and explain that the similarities and differences of external structures can be used to classify living things.
- B. Genetics. 1. Identify the similarities and differences among offspring and their parents.
- **4. Chemistry** Students will use scientific skills and processes to explain the composition, structure, and interactions of matter in order to support the predictability of structure and energy transformations.
- A. Properties of Matter. 1. Describe and classify materials or objects based on physical properties.
- C. Classification and Structure of Matter. 1. Identify and classify materials as solids and liquids.
- **6. Environmental Science** Students will use scientific skills and processes to explain the interactions of environmental factors (living and non-living) and analyze their impact from a local to a global perspective.
- B. Interdependence of Organisms. 1. Recognize and explain that a habitat provides for the survival needs of animals and plants
- D. Environmental Issues. 1. Identify and classify aspects of the environment that are made by humans and those that are not made by humans.

(Selected standards may vary and will be represented in pre/post visit materials and education programming)

## VIRGINIA STANDARDS OF LEARNING

# Programs presented in the Chincoteague National Wildlife Refuge

# **Assateague Island National Seashore Virginia District**

# **Creature Feature Grade 1**

**Indicators** (Programs will vary. Selected indicators will be represented in pre/post visit materials and education programming.)

#### Grade 1

- 1.1 The student will plan and conduct investigations.
- 1.4 The student will investigate and understand that plants have life needs and functional parts and can be classified according to certain characteristics.
- 1.5 The student will investigate and understand that animals, including people, have life needs and specific physical characteristics and can be classified according to certain characteristics.
- 1.7 The student will investigate and understand the relationship of seasonal change and weather to the activities and life processes of plants and animals.
- 1.8 The student will investigate and understand that natural resources are limited.

#### TEACHER'S BEACH VOCABULARY SHEET

- Please choose the appropriate vocabulary words to use with your class.
- The underlined portion of each definition is simplified and may be used with younger students.
- The portion of the definition not underlined is provided for teachers, but may be used with older students.
- This list accompanies Assateague Beach Bingo.

**arthropods** - <u>means "jointed legs"</u>; these animals have exoskeletons; sea spiders, spiders, mites, horseshoe crabs, crustaceans, insects

**beach** – the area where the ocean meets the land; Assateague's beach is made of sand **bivalve** – an animal with two shells; a mollusk with two valves

**camouflage** – <u>animals that blend in with their surroundings</u>; animals use their color, patterns and shapes to accomplish camouflage

carnivores - a meat eater

cartilage - "rubbery" bones; sharks, rays and skates are cartilaginous fish

**clam** – <u>an animal with two rounded shells and filters plankton for food</u>; a bivalve that lives below the surface of the bottom, clams use siphons for filter feeding, clams are able to move with their muscular foot

**consumers** - <u>animals can not produce their own food;</u> consumers must eat plants or other animals

**decomposers** – microscopic organisms that cause dead plants and animals to rot or decay; organisms, mainly bacteria, that break down dead plants and animals into simpler substances **dune** – a large mound of sand formed around plants; sand moved by wind and waves collects around vegetation to form mounds known as dunes, dunes move and change with the wind and waves

**endangered** – <u>only a few animals or plants of a certain kind are left alive</u>; a plant or animal in danger of becoming extinct

**exoskeleton** – <u>animals with bones on the outside of their body</u>; animals with an external skeleton. Mollusks and arthropods have exoskeletons covering and protecting the animal.

extinct - a certain kind of animal or plant is completely gone from the earth

**filter feeders** – <u>animals that filter water for food;</u> microscopic plants, animals and detritus are filtered from the water for food

**flounder** – <u>flat fish with excellent camouflage for survival</u>; flounders have both eyes on one side of their body, the eyeless side faces down and is usually white

**food chain** - <u>sunlight helps plants grow</u>, <u>plants are eaten by animals</u>, <u>animals are eaten by other animals</u>; a passage of energy, where plants or producers are food for animals (consumers)

fresh water - drinking water, rain water; water that does not contain dissolved salts

gastropod - means "stomach foot", a univalve, a one-shelled animal

**habitat** - <u>an animal's natural home</u>; must provide food, water, shelter and space **herbivore** – <u>plant eater</u>

**horseshoe crab** – A crab that's not really a crab! Horseshoe crabs are more closely related to spiders, ticks and scorpions than true crabs; horseshoe crabs are harmless, ancient creatures surviving and living on earth since before the dinosaurs

invertebrate - an animal without a backbone

island - land surrounded on all sides by water

mollusk - the group of animals containing univalves, bivalves and cephalopods

**mussels** – <u>an animal with two thin, narrow shells and filters plankton for food;</u> mussels attach in one place with special threads called byssal, blue mussels and ribbed mussles are common at Assateague

**omnivore** – plant and animal eater

**piping plover** – <u>a small endangered shorebird that nests on wild, natural beaches</u>; piping plovers are small sandy-colored shorebirds, coastal development has destroyed most of the piping plover's habitat

predator - an animal that hunts and kills other animals for food

plankton - microscopic plants and animals living in salt water and fresh water

**producers** – <u>plants</u>; produce their own food with energy from the sun through the process of photosynthesis

salt water - ocean water; contains dissolved salts

**sand** – <u>rocks broken down into tiny pieces</u>; Millions of years of rain and climatic changes break down mountains. Very small pieces of rock are carried down from mountain tops by streams and rivers and deposited along the coastline. This sand now forms barrier islands with beautiful beaches.

**scavenger** - an animal that eats dead leftover animals and plants

**school** - many of the same kind and same size of fish swimming together; fish swim in schools for protection from predators

**scrape** – <u>a nest "scraped" on the beach by shorebirds</u>; a shallow nest depression formed in the sand on a high area of beach by shorebirds

**sea star** – <u>star-shaped animals with arms connected in the center of the body</u>; sea stars have a mouth in the center of their arms on the bottom side of their body, sea stars move with rows of tiny tube feet, sea stars are predators

**shell** – <u>the skeleton of a snail, clam or mussel</u>; the exoskeleton made by a univalve or bivalve **skate** – <u>a flat harmless fish with "rubbery" bones</u>; skates are cartilaginous fish related to rays and sharks

**skate egg case** – <u>nicknamed "mermaid's purse"</u>; a black casing that protects a baby skate during its development before it is born

**skeleton** – <u>bones or shells that support and protect an animal's body</u>; skeletons provide attachment for muscles

**snail** – <u>large and small animals with one shell on their back</u>; most snails have a large muscular foot for movement, a radula for feeding, tenacles, eyes, and an operculum to seal the opening in their shell

**telson** – <u>a horseshoe crab's tail</u>; the last abdominal segment in a crustacean or horseshoe crab

**tides** - the periodic <u>rise and fall of the sea level</u> along the coasts resulting from gravitational forces of the moon and the sun on the earth

univalve - an animal with a one piece shell

vertebrate - animal with a backbone

waves - wind moving over the surface of the water creates wave action

**whelks** – <u>beautiful large sea snails found in the ocean near Assateague Island;</u> Channeled whelks have smooth spiraled shells, Knobbed whelks have knobby spiral shells **wind** - the movement of air between two different places



## **ASSATEAGUE ISLAND BEACH BINGO**

#### Creature Feature edition

**Generalization:** The place where land and water meet is a dynamic zone full of hidden treasures.

#### **Objectives:**

- 1. Students will be able to define at least 3 words or phrases from the Beach Vocabulary list.
- 2. Students will be able to identify some of the animals associated with the beach/ocean habitat.

**Preparation:** Make enough copies of the bingo sheet for each student. Select words or phrases from the vocabulary list to use in the bingo game. Collect a few prizes should you choose to present awards to winners.

**Materials:** Bingo sheets, chips (if you are doing the simplest form of the game), awards, pencils.

#### **Procedure:**

Have a little fun with vocabulary words while preparing students for their visit to the island. Assateague Island Bingo is designed to introduce students to vocabulary associated with the ocean/beach environment.

The game may be played in a variety of ways depending on age and ability.

## Youngest students

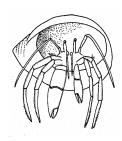


- 1. Select 9 words from the vocabulary list and print them on the board.
- 2. Distribute bingo sheets and chips.
- 3. Discuss words and what they mean. (You might write a short definition next to each word.)
- 4. Have students print each vocabulary word in whichever block they choose so that each bingo sheet is different.
- 5. Make sure the students understand that every block should be filled with a word. When the students are ready, tell them that you will be calling out a definition. Students should match the definition to a word in one of the blocks and place a chip in that location.

- 6. When a student has 3 across, down or diagonally, he/she calls out "Assateague!"
- 7. Students must review their 3 vocabulary words and give each definition. If all three words and definitions are correct, the students wins!
- 8. Teachers! Remember to keep track of each word and definition called out!

#### More challenging

- 1. Select 9 words from the vocabulary list and print them on the board.
- 2. Distribute bingo sheets.
- 3. Discuss words and provide a short definition.
- 4. Have students write each <u>definition</u> (or descriptive phrase) in whichever block they choose so that each bingo sheet is different. They must also leave room to write the matching vocabulary word.
- 5. Make sure the students understand that every block should display a short definition (and room to write the matching vocabulary word). No empty blocks.
- 6. Once students are ready, begin calling out vocabulary words.
- 7. Students must match the correct definition to each vocabulary word. They should write these in a bright colored pencil so they can easily tell when they have 3 across, down, or diagonal.
- 8. A student should call out "Assateague!" when they have 3 in any direction. In order to win the game they must have matched the correct vocabulary word and definition.





- Horseshoe Crabs are completely harmless creatures!
- The Horseshoe Crab is more closely related to ticks, spiders and scorpions than other crabs.
- The Horseshoe Crab has been living in the ocean for at least 250 million years...well before dinosaurs roamed the earth! It is sometimes called a "living fossil" since the species has not changed in appearance over millions of years.
- The Horseshoe Crab can be found from the coast of Maine to the Yucatan Peninsula.
- The Horseshoe Crab can grow up to 36 inches in length including the tail.
- Horseshoe Crabs can live for at least 15 years.
- Female Horseshoe Crabs grow larger than the males and can weigh up to 10 pounds.
- Horseshoe Crabs are classified as invertebrates (they have no backbone).
- Horseshoe Crabs have an exoskeleton (external skeleton), which they must shed in order to grow larger.
- Their bodies are divided into three parts; a helmet-shaped front shell, a hinged middle section, and a long spike tail.
- The tail, or telson, is not a defense mechanism. It is used to turn themselves right side up when they are upside down.
- Horseshoe Crabs have many eyes. They have two large compound eyes on either side of the outer helmet which can magnify sunlight 10 times! Two simple eyes at the front of their helmet sense ultra violet rays from the moon. They also have 5 eye spots and light sensors on their tail!
- Horseshoe Crabs have 5 pairs of legs. The first four pairs of legs are for walking and each is out fitted with a claw at the tip. The fifth pair of legs are used for propulsion along the bottom and acts kind of like a ski pole. Each leg is joined at the opening to the mouth with bristly grinders. These bristles act as teeth and crush food as it moves into the mouth. This "chewing" action is only possible when the legs are moving. So the Horseshoe Crab has to move or wiggle its legs to eat!
- What do they eat? Mostly sea worms and clams, but they can go for up to a year with out eating anything at all. Horseshoe crabs serve as a primary food source for the juvenile loggerhead turtle.
- Male Horseshoe Crabs have "boxing glove" shaped claws on their first pair of legs. These specialized clasper claws are used for attachment at the back portion of the female Horseshoe Crab's shell during spawning.

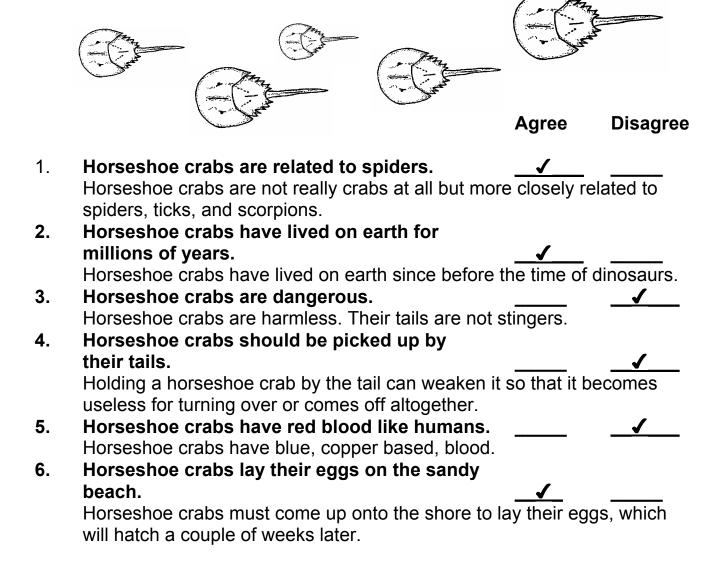
- During high tide nights in May or June, the female will drag the attached male (or males, sometimes 3, 4, or 5!) up on ocean or bayside beaches. Here she will lay many clutches of eggs in the sand.
- Female Horseshoe Crabs can carry up to 88,000 eggs (each clutch can hold up to 4,000). After the eggs are laid, the female will then drag the male over them for fertilization.
- Many migratory shorebirds depend on this spectacular Horseshoe
   Crab spawning event for nourishment on their annual journey north to breeding grounds as far north as the arctic circle.
- In about two weeks, at high tide, baby horseshoe crabs will hatch from their eggs. These larval Horseshoe Crabs bear a striking resemblance to their parents, they are a much tinier, tailless, version.
- Once harvested by the ton in the 1900's to be dried and used for fertilizer, the Horseshoe Crab is now used by man for much more important reasons. It's copper based blood turns blue when exposed to oxygen. Medical researchers have discovered a component of this blue blood is capable of detecting poisons in human blood. The Horseshoe Crab's blood has become a precious resource in checking purity of medications intended for human use. Blood is drawn from the Horseshoe Crab and the crab is released unharmed!
- Chitin from the shell of the Horseshoe crab is used to help skin grafts of burn patients heal faster.
- The Horseshoe Crab can survive doses of radiation that would kill a human.
- The Horseshoe Crab can endure extremes in temperature and salinity.
- Researchers believe a cure for cancer may lie buried in the secrets of this fascinating animal.



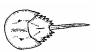
### HORSESHOE CRAB WARM UP

This activity is designed to determine what students already know or believe about horseshoe crabs. It also makes a good post trip assessment as well. Have they changed their minds about previous answers?

Ask the students to answer these questions as a class or individually, before their field trip to the park. Have the students read each of the statements and mark agree or disagree depending on what they believe to be true. Explain to the class that they should try to explain why they made their choices. Of course, there will be incorrect answers! That is okay.



## **HOORAY FOR HORSESHOE CRABS!!!!!**





**Generalization:** The horseshoe crab is a living prehistoric relic. It is one of the most misunderstood creatures in the ocean!

#### **Objectives:**

- 1. Students will become familiar with the fascinating and harmless horseshoe crab.
- 2. Students will be able to identify horseshoe crab's relatives and habits.
- 3. Students will be able to explain the valuable role the horseshoe crab plays in the web of life.

**Preparation:** Review the horseshoe crab fact sheet. Make copies of the horseshoe crab patterns in advance. Construction paper will run through the copy machine one sheet at a time. This may help speed up the pattern making process. Make copies of the Horseshoe Crab Warm Up and review the warm up answer sheet.

**Materials:** Horseshoe crab fact sheet and warm up activity, horseshoe crab pattern, brown construction paper, scissors, crayons, markers, blue paint, glue or stapler

#### Procedure:

Do the Horseshoe Crab Warm Up as an anticipation exercise. Follow the instructions provided on the sheet.

Give each student a brown construction paper copy of the horseshoe crab pattern. Ask the students find the large head section of the horseshoe crab. Have students cut out the head section. Remind them to cut the small dotted line sections. At this point, review:

- What is the function of the Horseshoe crab's shell? It is for protection. It is the horseshoe crab's external skeleton.
- How many eyes does the Horseshoe crab have? The horseshoe crab has 2 large compound eyes on each side of the head, 2 small simple eyes on the front of the shell and 5 simple eyes under the front edge of the shell and at least one light sensor on the telson (tail). The horseshoe crab is able to see fairly well, sense light and darkness, and detect the phases of the moon. It cannot see colors, however.

Have students find the middle section of the horseshoe crab and cut it out. Review:

- What is the function of this middle section of the horseshoe crab? This section protects the horseshoe crab's respiratory organ, the book gills.
- What is the function of the spines on this middle section? The spines are movable and protect the horseshoe crab's gills. The gills are the only soft areas of the horseshoe crab's body. Predators like sea gulls or raccoons often feed on the gill area.





Have students find the tail section of the horseshoe crab and cut it out. Review:

- What is the function of the horseshoe crab's tail or telson? The horseshoe crab uses
  its tail as a mechanism for turning over if it finds itself on its back. The tail is also
  used as a bit of a rudder when the horseshoe crab is crawling or swimming. The tail
  is not a stinger, nor is it used as a weapon.
- Why is it important not to pick a horseshoe crab up by the tail? The tail may break off. A very small muscle attaches the tail to the middle section. It would be like picking a person up by the ear!
- What happens to a horseshoe crab if its tail is broken off? If the tail is broken off a
  horseshoe crab, infection may set in and weaken or kill the animal. If the horseshoe
  crab found itself on its back, it would be unable to turn over, thus becoming
  vulnerable to desiccation (if out of water) and predators.

Have students find the leg parts of the horseshoe crab and cut them out. Review:

- Can the horseshoe crab pinch you? The horseshoe crab has very weak claws. The
  claws are designed for grasping soft marine animals such as worms and soft-shelled
  clams. If the horseshoe crab had sharp scissor-like claws, it would cut its food in half
  before it got to its mouth. The claws will hold on to your finger with a good grip but
  no pain!
- How many legs does a horseshoe crab have? The horseshoe crab has 5 pairs of legs. The first 4 pairs are for walking and feeding. The last pair act as ski poles and push the crab along the bottom.
- Are there any differences between the male and female horseshoe crab's claws?
   Yes! The first pair of claws on the horseshoe crab may tell you if it is a male or a
   female. A female has the typical scissor shaped claws. A male has "boxing glove" or
   "thumb's up" shaped claws designed for clasping onto the back portion of the
   female's shell during spawning. Young horseshoe crabs all have scissor shaped
   claws!
- Can the horseshoe crab hurt you? NO WAY! Horseshoe crabs do not bite, sting or pinch! Their mouth is located in the center of all the legs. The entrance to the mouth is bristly like a toothbrush. The horseshoe crab must wiggle its legs or walk in order to "chew" its food. The horseshoe crab looks scary, but its equipment poses no harm to humans, only worms and other soft creatures!

To assemble the horseshoe crab: \*The teacher may choose to staple or tape the student's horseshoe crabs to save time, as gluing or pasting will have to allow drying time.

- Start with the head section. Attach the areas marked "a." Tuck outside "a" over inside "a" to achieve a 3-dimensional front shell.
- Next, attach the middle section to the head at "b." Put middle section "b" under head section "b" and attach.
- Attach the tail to the middle section at "c". Attach tail "c" under middle section "c."
- Last, attach the legs to the underside of the head section. The longest pair of legs is last and should be facing the tail.

Some other details to keep in mind:



- Horseshoe crabs often pick up "hitchhikers"! Barnacles, slipper shells, tubeworms and bryozoans may attach and find a home on the crab's shell. These creatures do not harm the horseshoe crab. Horseshoe crabs must shed their shells many times in their life in order to grow larger. A new "clean" shell is free of "hitchhikers", scratches and dings! An older shell will usually have scratches, dings and maybe a few "hitchhikers". Students may want to decorate their horseshoe crabs with a few "hitchhikers"!
- Horseshoe crabs have copper based blood which turns blue when exposed to
  oxygen. This is unlike iron based human blood that turns red in the presence of
  oxygen. Horseshoe crab blood has been extremely valuable in medical research.
  Blood is extracted from the horseshoe crab without harm, and the crab is released.
  The blood is used in the study of diseases like Spinal Meningitis and cancer. A
  component of the horseshoe crab's blood has proven to be invaluable in testing
  drugs before they are given to humans. The component, lysate, will clot in the
  presence of toxins thus indicating the drug is unsafe for humans.

You might wish to repeat the warm up activity at this point.

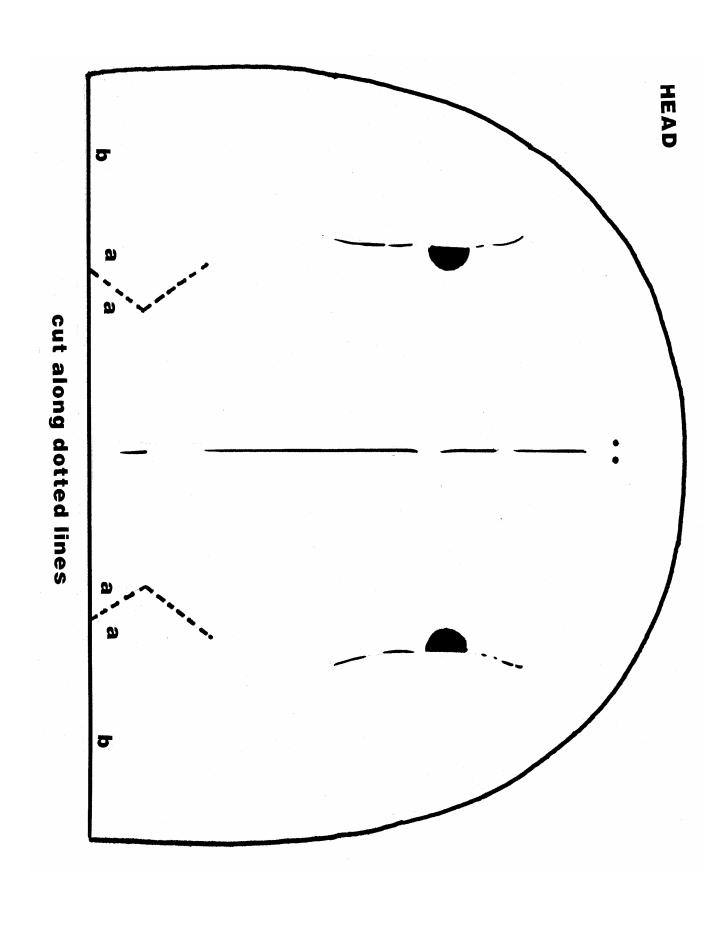
Horseshoe crabs are harmless, fascinating creatures. This one-of-a-kind creature deserves our attention. Horseshoe crabs migrate to the Delaware Bay region to spawn. Hundreds of thousands of horseshoe crabs crawl on the beaches to lay their eggs. Thousands of migrating shorebirds heading to breeding areas near the arctic circle depend on the horseshoe crab eggs for nourishment on this long journey. Horseshoe crabs are gathered from the beaches during this time by the thousands and loaded into trucks. They are being harvested by the boatload everyday, all for use as bait in eel and whelk pots. These practices have had a profound effect on the population of Horseshoe crabs in recent years. Their decline has in turn, caused a drastic decline in migrating shorebird species.

It is important for everyone to know that "scary, creepy-looking" creatures are not bad creatures. There is no "good" or "bad" in nature. Some creatures are dangerous and some are not. The horseshoe crab has survived over hundreds of millions of years, enduring drastic changes in global climates and ocean salinity, all to be possibly lost forever by the actions of people.

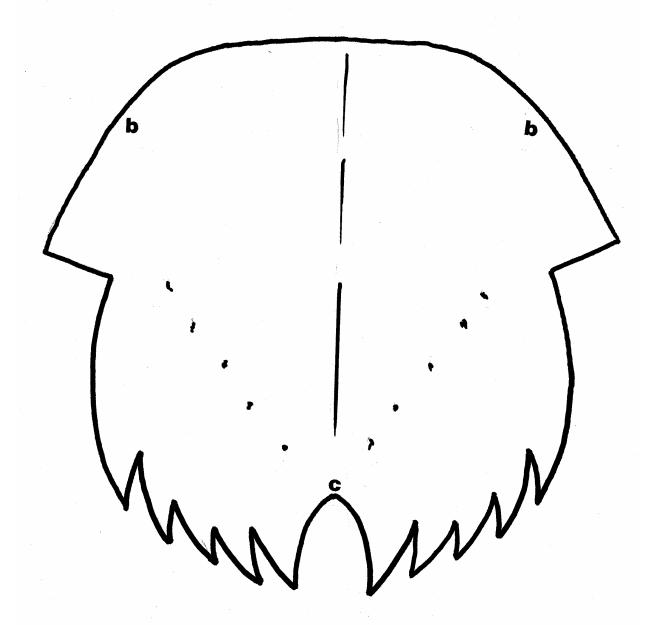
#### **Extensions:**

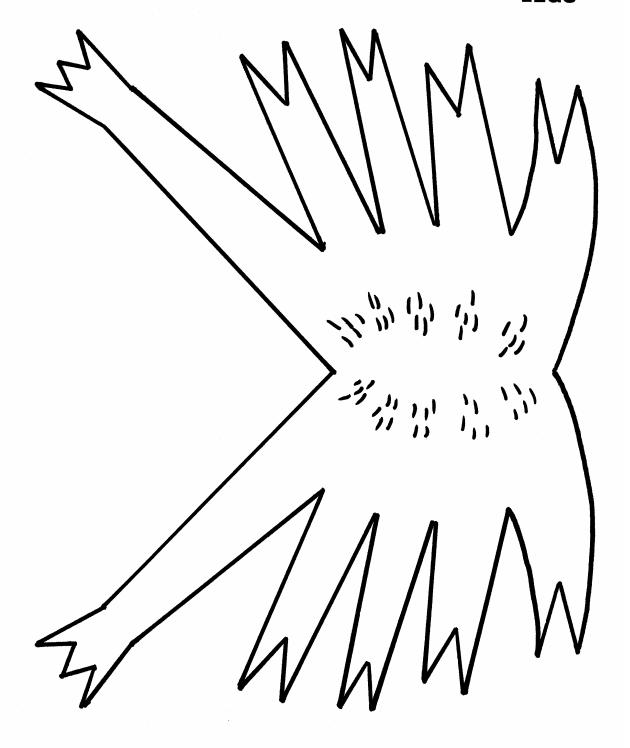
Visit the Delaware beaches during May and June to witness the horseshoe crab spawn. Contact Prime Hook National Wildlife Refuge, Delaware State Park System, or Delaware Department of Natural Resources for more information on spawning beaches to visit.

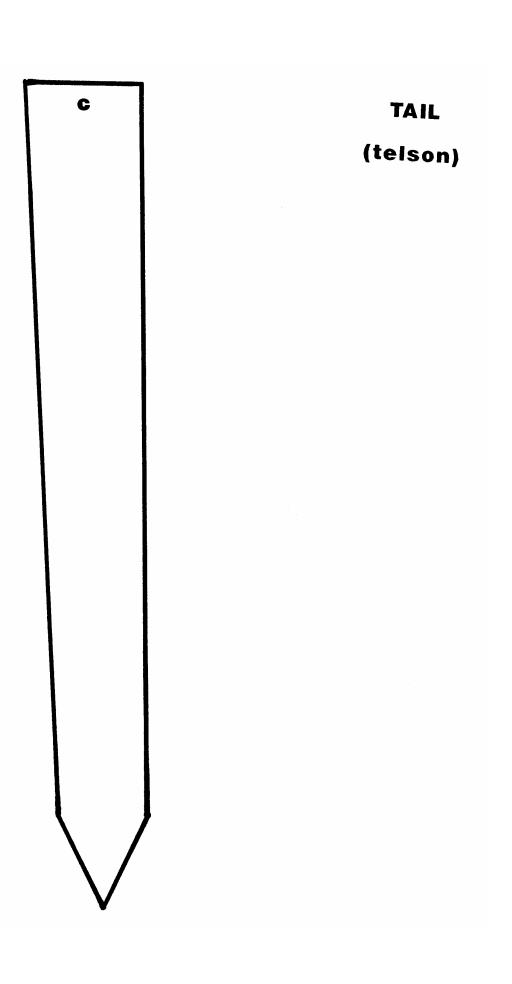




MIDDLE (abdomen)







# **EVALUATION**





Please share your thoughts with us. We need your help to provide the best educational experience possible.

School:
Grade Level: Type of program:
Does the program relate to your curriculum? Explain.
Was the material presented at grade level?
Did the students enjoy the program?
Which activities were most effective and why?
Which activities were least effective and why?
Rate the extent to which the ranger was able to deliver the information in an

interesting and enthusiastic manner.

Excellent Good Fair Poor Unable to Judge

Please comment if your response was "fair, poor, or unable to judge."
Please comment on any changes or additions that could be made to improve the visit.
How did you use pre/post visit activities? Please comment on their effectiveness.

Educators who fill out and return this evaluation to the address listed on the back will be sent additional classroom materials.

Thank you. Please mail to:

Liz Davis
Education Coordinator
Assateague Island National Seashore
7206 National Seashore Lane
Berlin, MD 21811

